AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus, comprising:

a first display ~~portion,~~portion;

a second display ~~portion,~~portion;

a memory storage ~~means for storing~~to store data to display a game ~~image,~~image;

an input ~~means~~device ~~for~~configured to ~~instructing~~instruct ~~an arbitrary~~a position ~~in~~on said second display ~~portion,~~portion;

a sensor to detect ~~coordinates detecting means for detecting~~coordinates data corresponding to the ~~a position~~positioninstructed by said input means,;

~~an~~operational object determining ~~means for determining~~programmed logic circuitry configured to determine whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the ~~coordinates~~coordinate data~~detected by said coordinates detecting means;,~~

a processing system configured to cause:

~~an image display controlling means for switching~~a switch between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying ~~them~~the images on said second display portion and said first display portion when a determination is made ~~it is determined~~that said first game image becomes ~~an~~the

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object to be operated <u>on the basis of the coordinate data</u><s>by said operational object</s>

<s>determining means,</s><u>;</u> and

<s>a game processing means for performing</s> a game process on said game image

displayed on second display portion on the basis of the <s>coordinates</s><u>coordinate</u> data

<s>detected by said coordinates detecting means, wherein</s>

wherein <s>said game processing means changes said</s><u>the</u> first game image displayed on said

second display portion <s>by said image display controlling means</s><u>is changed</u> on the basis of the

<s>coordinates</s><u>coordinate</u> data <s>detected by said coordinates detecting means</s>.

2. (Canceled)

3. (Currently Amended) A game apparatus, comprising:

a first display portion,

a second display portion,

a <u>data</u> storage <s>means</s><u>medium</u> for storing data to display a game image,

an input <s>means</s><u>device</u> for instructing an arbitrary position in said second display portion,

<u>a processing system configured to carry out instructions for:</u>

<s>a coordinates detecting means for</s> detecting coordinates data corresponding to a

position instructed by said input <s>means</s><u>device</u>,

<s>a movement instructing means for</s> instructing a movement of said game image

between said first display portion and said second display portion,

~~a movement instruction detecting means for detecting~~ producing movement ~~instructing data from said movement instructing means~~ instruction data of the movement of the game image between the first display portion and the second display portion,

~~an operational object determining means for~~ determining whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the movement ~~instructing~~ instruction data ~~detected by said movement instruction detecting means~~,

~~an image display controlling means for~~ switching between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying ~~them~~ the first game image and the second game image on said second display portion and said first display portion when ~~it is determined~~ a determination is made that said first game image becomes an object to be operated ~~by said operational object determining means~~, and

~~a game processing means for~~ performing a game process on said game image displayed on said second display portion on the basis of the coordinates data ~~detected by said coordinates detecting means~~, and wherein ~~said game processing means changes~~ the game process changes said first game image displayed on said second display portion ~~by said image display controlling means~~ on the basis of the coordinates data ~~detected by said coordinates detecting means~~.

4. (Canceled)

5. (Currently Amended) A game apparatus according to claim 1, wherein said operational object determining ~~means~~ programmed logic circuitry further determines whether or not said first game image displayed on said second display portion ~~by said image display controlling means~~ does not become ~~an~~ the object to be operated, and

if said first game image displayed on said second display portion does not become the object to be operated by the operational object determining programmed logic circuitry, then the processing system is configured to cause ~~said image display controlling means displays~~ said first game image to be displayed on said first display portion ~~when it is determined that said first game image displayed on said second display portion does not become an object to be operated by said operational object determining means.~~

6. (Currently Amended) A game apparatus according to claim 5, wherein if said first game image does not become the object to be operated by the operational object determining programmed logic circuitry, then the processing system is configured to cause ~~said image display controlling means displays~~ said first game image to be changed on the basis of the coordinate data ~~by said game processing means~~ on said first display portion ~~when it is determined that said first game image does not become an object to be operated by said operational object determining means.~~

7. (Currently Amended) A game apparatus according to claim 5, wherein said operational object determining ~~means~~ programmed logic circuitry ~~includes a condition determining means for determining~~ determines whether or not a predetermined condition is satisfied ~~in a state that~~ when said first game image is being displayed on said second

display portion, ~~and by determining that the predetermined condition is satisfied by said condition determining means,~~ and further determines that said first game image does not become ~~an~~ the object to be operated,

if said first game image does not become an object to be operated by said operational object determining programmed logic circuitry, then the processing system is configured to cause ~~said image display controlling means displays~~ said first game image displayed on said second display portion to be displayed on said first display portion and causes ~~displays~~ said second game image displayed on said first display portion on ~~said~~ to be displayed on the second display portion ~~when it is determined that said first game image does not become an object to be operated by said operational object determining means~~.

8. (Currently Amended) A game apparatus according to claim 1, wherein

said memory storage ~~means~~ stores data to display a game image including a plurality of figures,

said operational object determining programmed logic circuitry ~~means includes a selected figure determining means for determining~~ determines whether or not any one of ~~figure out of~~ said plurality of figures of the second game image displayed on said second display portion is selected on the basis of the ~~coordinates~~ coordinate data ~~detected by said coordinates detecting means~~, and by determining that said figure is selected ~~by said selected figure determining means,~~ determines that said first game image displayed on said first display portion becomes ~~an~~ the object to be operated,

if said first game image becomes the object to be operated by said operational object determining programmed logic circuitry, then the processing system is configured to cause ~~said~~

~~image display controlling means displays~~ said first game image displayed on said first display portion <u>to be displayed</u> on said second display portion and ~~displays~~ <u>to cause</u> said second game image displayed on said second display portion <u>to be displayed</u> on said first display portion ~~when it is determined that said first game image becomes an object to be operated by said operational object determining means.~~

9. (Currently Amended) A game apparatus according to claim 8, wherein <u>if said first game image becomes the object to be operated by said operational object determining programmed logic circuitry, then the processing system is configured to cause</u> ~~said image display controlling means displays on~~ said first display portion <u>to display</u> a third game image obtained by changing said second game image in such a manner as to exclude the selected figure from said second game image displayed on second display portion and ~~displays~~ <u>to cause</u> said first game image displayed on said first display portion and said selected figure on said second display portion <u>to be displayed</u> ~~when it is determined that said first game image becomes an object to be operated by said operational object determining means.~~

10. (Currently Amended) A game apparatus according to claim 9, wherein said operational object determining <u>programmed logic circuitry</u> ~~means~~ <u>further determines</u> ~~includes a figure arrangement position determining means for determining~~ whether or not said selected figure is arranged in a predetermined position in said first game image on the basis of the ~~coordinates~~ <u>coordinate</u> data ~~detected by said coordinates detecting means~~ after <u>the processing system causes</u> said first game image ~~is displayed~~ <u>to be displayed</u> on said second display portion ~~by said image display controlling means~~, and by determining that said selected figure is arranged

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in the predetermined position ~~by said figure arrangement position determining means,~~ determines

that said first game image does not become ~~an~~ the object to be operated, and

if said first game image does not become the object to be operated by said operational

object determining programmed logic circuitry, then the processing system is configured to

cause ~~said image display controlling means displays on~~ said first display portion to display a

fourth game image changed in such a manner as to arrange said selected figure ~~in~~ in the

predetermined position of said first game image, and ~~displays~~ to cause said third game image

displayed on said first display portion to be displayed on said second display portion ~~when it is~~

~~determined that said first game image does not become an object to be operated by said~~

~~operational object determining means.~~

11. (Currently Amended) A game apparatus according to claim 1, wherein said memory

storage ~~means~~ stores data to display a first game image including a plurality of game characters

and data to display a second game image including a plurality of selected figures to select each

of said plurality of game characters,

said operational object determining programmed logic circuitry ~~means includes a selected~~

~~figure determining means for determining~~ further determines whether or not any of said plurality

of selected figures displayed on said second display portion is selected on the basis of the

~~coordinates~~ coordinate data ~~detected by said coordinates detecting means~~, and by determining

that any of said plurality of selected figures is selected, ~~by said selected figure determining~~

~~means,~~ determines that said game character corresponding to said selected figure out of said

plurality of game characters displayed on said first display portion becomes ~~an~~ the object to be

operated, and the processing system is configured to cause ~~said image display controlling means~~

~~displays~~ said game character which is determined to become ~~an~~ the object to be operated by said operational object determining programmed logic circuitry ~~means~~ in such manner as to move to said second display portion.

12. (Currently Amended) A game apparatus according to claim 11, wherein said operational object determining programmed logic circuitry ~~means includes a condition determining means for determining~~ further determines whether or not a predetermined condition is satisfied in a state that said game character is being displayed on said second display portion ~~by said image display controlling means~~, and by determining that said predetermined condition is satisfied, ~~by said condition determining means,~~ further determines that said game character displayed on said second display portion does not become ~~an~~ the object to be operated, and

the processing system is configured to cause ~~said image display controlling means displays~~ said game character in such a manner as to move to said first display portion when said game character displayed on said second display portion does not become ~~an~~ the object to be operated by said operational object determining programmed logic circuitry~~means~~.

13. (Currently Amended) A game apparatus according to claim 12, ~~further comprising~~ wherein:

~~a parameter storing means for storing parameter data indicative of a parameter of~~ each of said plurality of game characters has a parameter that is associated with stored parameter data,

~~a parameter display means for displaying~~ wherein said parameter is displayed on any one of said first display portion ~~and~~ and/or said second display portion on the basis of the parameter data, ~~stored in said parameter storing means and~~

wherein ~~a parameter changing means for changing~~ the displayed parameter is changed ~~displayed by said parameter display means~~ on the basis of the ~~coordinates~~ coordinate data ~~detected by said coordinates detecting means, wherein~~ and

wherein if said game character displayed on said second display portion does not become the object to be operated by said operational object programmed logic circuitry, ~~said image display controlling means displays~~ said game character is changed on the basis of the ~~coordinates~~ coordinate data ~~detected by said coordinates detecting means~~ in such a manner as to move to said first display portion ~~when it is determined that said game character displayed on said second display portion means does not become an object to be operated by said operational object determining~~.

14. (Currently Amended) A game apparatus according to claim 7, wherein said predetermined condition includes ~~absence~~ no ~~of~~ detection of said ~~coordinates~~ coordinate data for a fixed period of time.

15. (Currently Amended) A game apparatus according to claim 7, further comprising ~~a~~ selected area ~~storing~~ storage ~~means~~ for storing data to display a selected area to instruct returning said first game image displayed on said second display portion to said first display portion, wherein

~~said image display controlling means~~ the processing system is configured to cause ~~displays~~ said selected area to be displayed on said second display portion when said first game image is displayed on said second display portion, and

said predetermined condition includes the ~~coordinates~~ coordinate data ~~detected by said~~

~~coordinates detecting means~~ that indicates a display position of said selected area.

16. (Currently Amended) A game apparatus according to claim 15, wherein if said first

game image does not become the object to be operated, then the processing system is configured

to cause the ~~said image display controlling means erases~~ said selected area ~~displayed~~ to be erased

on said second display portion ~~when it is determined that said first game image does not become~~

~~an object to be operated by said operational object determining means~~.

17. (Original) A game apparatus according to claim 8, wherein said figure includes a

game character or icon.

18. .(Previously Amended) A game apparatus according to claim 1, wherein said input

means is a touch panel set on said second display portion.

19. (Canceled).

20. (Currently Amended) A non-transitory storage medium storing game program of a

game apparatus having a first display portion, a second display portion, a memory storage ~~means~~

for storing data to display a game image, and ~~an~~ a user input device ~~means~~ for instructing an

arbitrary position in said second display portion, ~~wherein~~ said game program causes a ~~processor~~

processing system of said game apparatus to execute:

a coordinates detecting step for detecting coordinates coordinate data corresponding to a

position instructed by said user input meansdevice,

an operational object determining step for determining whether or not a first game image

displayed on said first display portion becomes an object to be operated on the basis of the

coordinate coordinates data detected by said coordinates detecting step,

an image display controlling step for if said first game image becomes the object to be

operated, switching between said first game image which is being displayed on said first display

portion and a second game image which is being displayed on said second display portion, and

respectively displaying them on said second display portion and said first display portion when it

is determined that said first game image becomes an object to be operated by said operational

object determining step, and

a game processing step for performing a game process on said game image displayed on

said second display portion on the basis of the coordinates coordinate data detected by said

coordinates detecting step, wherein

said game processing step changes wherein said first game image displayed on said

second display portion by said image display changes controlling step on the basis of the

coordinates coordinate data detected by said coordinates detecting step.

21. (Currently Amended) A game control method of a game apparatus having a first

display portion, a second display portion, a storage device means for storing data to display a

game image, and an input means device for instructing an arbitrary position in said second

display portion, the method comprisingincluding:

a ~~coordinates detecting step for~~ detecting ~~coordinates~~ <u>coordinate</u> data corresponding to a position instructed by said input ~~means~~<u>device</u>,

~~an operational object determining step for~~ determining whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the <u>coordinate</u> ~~coordinates~~ data ~~detected by said coordinates detecting step~~,

~~an image display controlling step for~~ <u>if said first game image becomes the object to be operated,</u> switching between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying them on said second display portion and said first display portion ~~when it is determined that said first game image becomes an object to be operated by said operational object determining step,~~ <u>and</u>

~~and a game processing step for~~ performing a game process on said game image displayed on said second display portion on the basis of the ~~coordinates~~<u>coordinate</u> data ~~detected by said coordinates detecting step,~~ ~~wherein~~

<u>wherein</u> ~~said game processing step changes~~ said first game image displayed on said second display portion <u>changes</u> ~~by said image display controlling step~~ on the basis of the ~~coordinates~~<u>coordinate</u> data detected ~~by said coordinates detecting step~~.

22. (Canceled).

23. (Currently Amended) A <u>non-transitory</u> storage medium storing game program of a game apparatus having a first display portion, a second display portion, a <u>memory</u> storage <u>device</u> ~~means~~ for storing data to display a game image, ~~an~~<u>a user</u> input ~~means~~<u>device</u> for instructing an

arbitrary position in said second display portion, and a <u>processor</u> ~~movement instructing~~

<u>configured to</u> ~~means for instructing~~ <u>instruct</u> a movement of said game image between said first

display portion and said second display portion, ~~wherein~~<u>the game program having instructions to</u>

<u>cause the processor of the game apparatus to execute:</u>

~~said game program causes a processor of said game apparatus to execute~~

~~a movement instruction detecting step for~~ detecting movement instructing data ~~from said~~

~~movement instructing means,~~

~~an operational object determining step for~~ determining whether or not a first game image

displayed on said first display portion becomes an object to be operated on the basis of the

movement instructing data ~~detected by said movement instruction detecting step~~,

~~an image display controlling step for~~ <u>if said first game image becomes the object to be</u>

<u>operated,</u> switching between said first game image which is being displayed on said first display

portion and a second game image which is being displayed on said second display portion, and

respectively displaying them on said second display portion and said first display portion ~~when it~~

~~is determined that said first game image becomes an object to be operated by said operational~~

~~object determining step,~~

~~a coordinates detecting step for~~ detecting ~~coordinates~~ <u>coordinate</u> data corresponding to

the <u>arbitrary</u> position ~~instructed by said input means~~, and

~~a game processing step for~~ performing a game process on said game image displayed on

said second display portion on the basis of the ~~coordinates~~ <u>coordinate</u> data ~~detected by said~~

~~coordinates detecting step, wherein~~

said game processing step changes wherein said first game image displayed on said

second display portion changes by said image display controlling step on the basis of the

coordinates data detected by said coordinates detecting step.

24. (Currently Amended) A game control method of a game apparatus having a first

display portion, a second display portion, a storage device means for storing data to display a

game image, an a user input means device for instructing an arbitrary position in said second

display portion, and a movement instructing means programmed logic circuitry for instructing a

movement of said game image between said first display portion and said second display portion,

the method comprising including:

a movement instruction detecting step for detecting movement instructing data from said

movement instructing means,

an operational object determining step for determining whether or not a first game image

displayed on said first display portion becomes an object to be operated on the basis of the

movement instructing data detected by said movement instruction detecting step,

an image display controlling step for if said first game image becomes an object to be

operated, switching between said first game image which is being displayed on said first display

portion and a second game image which is being displayed on said second display portion, and

respectively displaying them on said second display portion and said first display portion when it

is determined that said first game image becomes an object to be operated by said operational

object determining step,

a coordinates detecting step for detecting coordinates coordinate data corresponding to

the arbitrary position instructed by said user input means device, and

a ~~game processing step for~~ performing a game process on said game image displayed on said second display portion on the basis of the ~~coordinates~~ coordinate data ~~detected by said coordinates detecting step~~, ~~wherein~~

~~said game processing step changes~~ wherein said first game image displayed on said second display portion changes ~~by said image display controlling step~~ on the basis of the ~~coordinates~~ coordinate data ~~detected by said coordinates detecting step~~.

25. (Currently Amended) A game apparatus, comprising:

a first display ~~portion,~~ portion;

a second display ~~portion,~~ portion;

a memory storage ~~means~~ device for storing data to display a game ~~image,~~ image;

a first input ~~means~~ device for instructing an arbitrary position in said second display ~~portion,~~ portion;

a ~~coordinates~~ coordinate ~~detecting means~~ sensor for detecting ~~coordinates~~ coordinate data corresponding to a position instructed by said first input ~~means~~ device;

a second input ~~means~~ device different from said first input ~~means~~ device, the second input device operable to detect second input data;

a processing system configured to:

~~an input data detecting means for detecting input data from said second input means,~~

an ~~operational object determining means for determining~~ determine whether or not a first game image displayed on said first display portion becomes an object to be operated on the basis of the second input data ~~input data detected by said input data detecting means,~~;

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an image display controlling means for switching switch between said first game image which is being displayed on said first display portion and a second game image which is being displayed on said second display portion, and respectively displaying them on said second display portion and said first display portion, when it is determined that if said first game image becomes an the object to be operated by said operational object determining means, and

perform a game processing means for performing a game process on said game image displayed on second display portion on the basis of the coordinates coordinate data detected by said coordinates detecting means, wherein said game processing means changes wherein said first game image displayed on said second display portion changes by said image display controlling means on the basis of the coordinates coordinate data detected by said coordinates detecting means.

26. (Canceled).

27. (New) A computer system comprising:

a first display screen;

a second display screen;

a user input device configured to interact with the second display screen, the interaction between the user input device and the second display screen resulting in coordinate data related to an interaction position; and

a processing system configured to cause:

a first image displayed on the first display screen and a second image displayed

on the second display screen to be respectively displayed on the other display screen

when the first image becomes an operational object based at least in part on the

coordinate data related to the interaction position on the second display screen.

28. (New) A computer game system comprising:

a first display portion;

a second display portion;

a memory storage device configured to store a virtual game object;

a first user input device configured to accept user input relating to a position of the

second display;

a processing system configured to:

animate movement of the virtual game object from the first display portion to the

second display portion based on a received movement instruction, such that the virtual

game object gradually transitions from the first display portion to the second display

portion; and

perform an action on the virtual game object based at least in part on the position

of user input on the second display;

29. (New) A computer system comprising:

a first display portion;

a second display portion;

a memory storage device configured to store a virtual game object;

a first user input device configured to accept positional user input data relating to a

position of the second display;

a second input device configured to accept second input data, the second input device

different from the first user input device;

a processing system configured to carry out instructions of:

determining an operational object based at least in part on the second input data;

switching a first game image displayed on the first display portion and a second

game image displayed on the second display portion when the first game image becomes an

operational object, so that the first game image is displayed on the second display portion and the

second game image is displayed on the first display portion; and

changing the first game image on the second display portion based at least in part

on the positional user input data.

30. (New) A method for use on a computer system, the computer system including a

first display portion, a second display portion, a processor, a first user input device, a second user

input device, and a memory unit, the method comprising:

displaying a first game image on the first display portion;

displaying a second game image on the second display portion;

detecting coordinate data from the first display portion;

detecting second input data from the second user input device;

determining an operational object on the basis of the second input data;

if a first game image displayed on the first display portion is the operational object, then switching the first game image and displaying the first game image on the second display portion and displaying a second game image on the first display portion; and

performing a game process on the first game image that is displayed on the second display portion based at least in part on the coordinate data.

31. (New) A non-transitory computer readable medium storing computer-readable instructions for performance a method for use on a computer system including a first display portion, a second display portion, a processor, a first user input device, a second user input device, and a memory unit, the stored instructions comprising instructions configured to:

detect coordinate data from the first display that relates to the a point indicated by the first user input device on the first display portion;

detect second input data from the second user input device;

determine an operational object on the basis of the second input data;

if a first game image displayed on the first display portion is the operational object, then switch to the first game image and display the first game image on the second display portion and display a second game image on the first display portion; and

perform a game process on the first game image that is displayed on the second display portion based at least in part on the coordinate data.